

BARBARIANS

BARBARIANS IN-WORLD

A barbarian is a warrior that shifts to an altered state of mind in the heat of battle, one that allows them to fight through grievous wounds, to draw strength from reserves most creatures are unable or unwilling to tap into, to narrow their focus with searing precision.

Such warriors will be known by reputation as fearsome opponents and perhaps as unreliable allies, so focused on defeating the foe in front of them that they may lose sight of other objectives.

Cultures with a traditional method of entering this state will have a name for such warriors based on the method typically used; those that think of Rage as a sort of spiritual shape-shifting may call them Berserkers or Beast-Clad; those that associate it with the acceptance of death might call them Death-Ready or Immortals; those that enter Rage through a state of religious fervor might be referred to as Living Martyrs or The Called.

Cultures without such traditions, on the other hand, are likely to have pejorative terms for barbarians; both those they encounter from other cultures, who they may refer to with dehumanizing terms as Brutals, Fanatics, Reavers, or Savages, and those from their own, who they might give more consciously fearsome (though still likely low-status) names like Bloodletters or Deadmen.

ETYMOLOGICAL ORIGIN

The word “barbarian” comes from a derogatory term for non-Greek-speakers (or Greek speakers with strong dialects), in onomatopoeic mockery of what their languages sounded like i.e. “bar bar bar bar bar”.

| # | Name | Trait | Rage |
|---|---------|--|---|
| 1 | Aksel | Wearing a flower crown | Armors self in blessed war-paint |
| 2 | Basher | Mistranslated draconic tattoos | Calls upon strength of defeated foes |
| 3 | Gorm | Lower jaw replaced with carved prosthetic. | Envisions their nemesis' face upon each foe |
| 4 | Helhest | Recently started cutting her own hair | Imbibes hallucinogenic spirits |
| 5 | Saffi | Talks to herself passive-aggressively | Perfect, dissociative calm |
| 6 | Sirt | Sickened by the sight of blood if not raging | Possessed by an ancestral spirit |
| 7 | Temmet | Sketches companions, foes, and monsters | Seeks a foe that can deliver a glorious death |
| 8 | Tove | Beautifully embroidered tunic | Shouts stanzas from classic battle poems |



BARBARIAN OUTLANDER

Level 3 Barbarian (Path of the Berserker)

AC 16 (Breastplate) **Initiative** +2 (12)
HP 35 (3d12 + 12) **Type** Humanoid
Speed 30 ft. **XP** 450 (PB +2)

| | | MOD | SAVE | | | MOD | SAVE | | | MOD | SAVE |
|------------|-----------|-----------|-----------|------------|-----------|-----------|-----------|------------|-----------|-----------|-----------|
| STR | 16 | +3 | +5 | DEX | 14 | +2 | +2 | CON | 14 | +2 | +4 |
| INT | 10 | +0 | +0 | WIS | 12 | +1 | +1 | CHA | 8 | -1 | -1 |

Skills Athletics +5, Perception +5, Survival +5
Resistances Bludgeoning, Piercing, and Slashing
Senses Passive Perception 15
Languages Common
Challenge 1 (Defensive), 3 (Offensive)

TRAITS

Reckless Rage. The barbarian has Advantage on Strength-based d20 Tests.

When the barbarian makes an attack, attacks made against it have Advantage until the beginning of its next turn.

Danger Sense. While the barbarian isn't Incapacitated, it has Advantage on Dexterity saving throws.

ACTIONS

Frenzied Greataxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 11 (1d12 + 5) Slashing damage.

The first time on each of its turns that the barbarian hits a target with this attack, it can deal an additional 7 (2d6) Slashing damage and immediately make a Cleave Through attack against another target in its reach.

Cleave Through. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d12 + 2) Slashing damage.

BARBARIAN BERSERKER

Level 6 Barbarian (Path of the Berserker)

AC 16 (Breastplate) **Initiative** +2 (12)
HP 63 (6d12 + 24) **Type** Humanoid
Speed 40 ft. **XP** 1,100 (PB +3)

| | | MOD | SAVE | | | MOD | SAVE | | | MOD | SAVE |
|------------|-----------|-----------|-----------|------------|-----------|-----------|-----------|------------|-----------|-----------|-----------|
| STR | 18 | +4 | +7 | DEX | 14 | +2 | +2 | CON | 14 | +2 | +5 |
| INT | 10 | +0 | +0 | WIS | 12 | +1 | +1 | CHA | 8 | -1 | -1 |

Skills Athletics +7, Perception +7, Survival +7
Resistances Bludgeoning, Piercing, and Slashing
Immunities Charmed, Frightened
Senses Passive Perception 17
Languages Common
Challenge 3 (Defensive), 5 (Offensive)

TRAITS

Reckless Rage. The barbarian has Advantage on Strength-based d20 Tests.

When the barbarian makes an attack, attacks made against it have Advantage until the beginning of its next turn.

Danger Sense. While the barbarian isn't Incapacitated, it has Advantage on Dexterity saving throws.

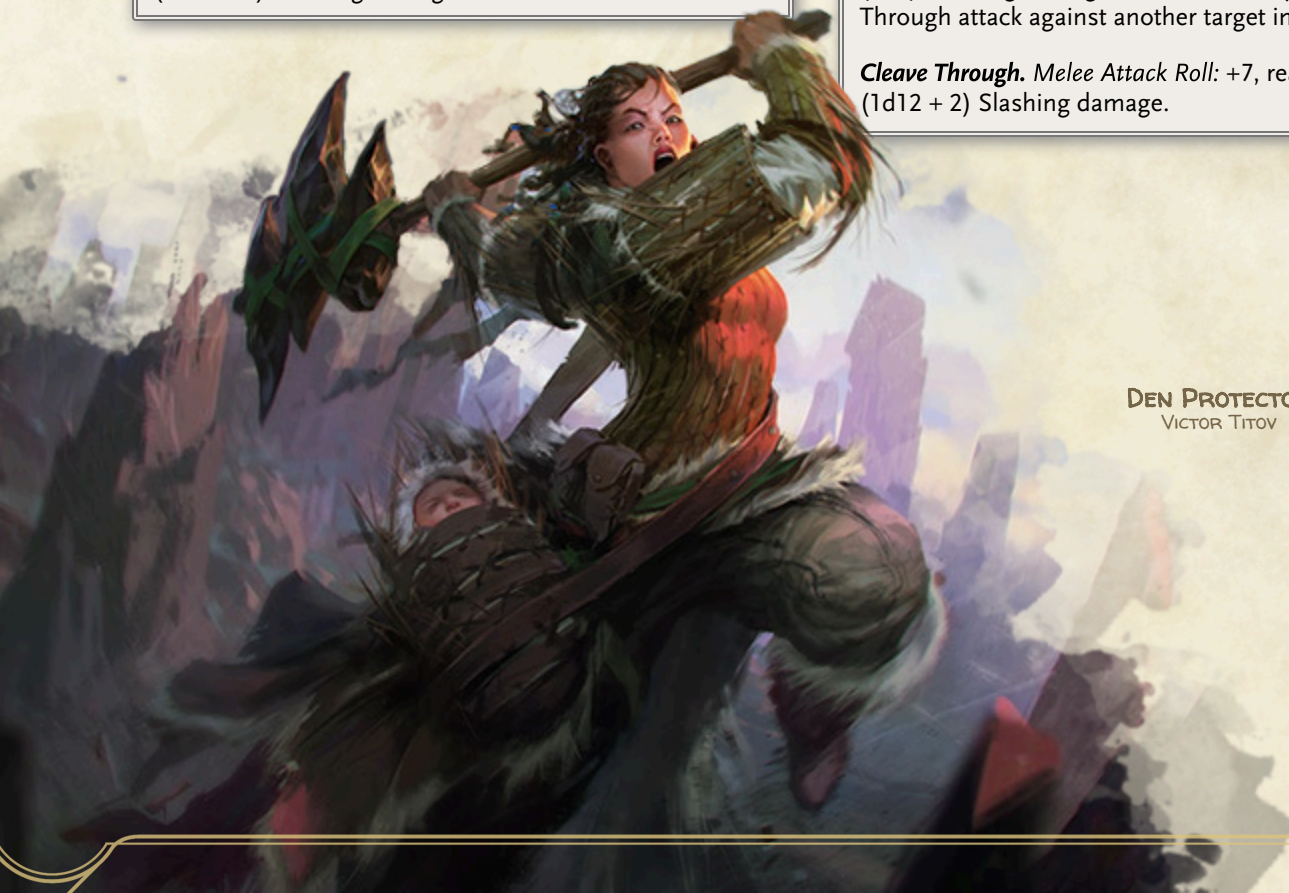
ACTIONS

Multiattack. The barbarian makes two attacks with its Frenzied Greataxe.

Frenzied Greataxe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 12 (1d12 + 6) Slashing damage.

The first time on each of its turns that the barbarian hits a target with this attack, it can deal an additional 7 (2d6) Slashing damage and immediately make a Cleave Through attack against another target in its reach.

Cleave Through. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 8 (1d12 + 2) Slashing damage.



DEN PROTECTOR
VICTOR TITOV

BARBARIAN HYPERBOREAN

Level 12 Barbarian (Path of the Berserker)

AC 16 (Breastplate)

HP 138 (12d12 + 60)

Speed 40 ft.

Initiative +2, Advantage (17)

Type Humanoid

XP 5,900 (PB +4)

| | | MOD | SAVE | | | MOD | SAVE | | | MOD | SAVE |
|------------|-----------|-----------|-----------|------------|-----------|-----------|-----------|------------|-----------|-----------|-----------|
| STR | 20 | +5 | +9 | DEX | 14 | +2 | +2 | CON | 16 | +3 | +7 |
| INT | 10 | +0 | +0 | WIS | 12 | +1 | +1 | CHA | 8 | -1 | -1 |

Skills Athletics +9, Perception +9, Survival +9

Resistances Bludgeoning, Piercing, and Slashing

Immunities Charmed, Frightened

Senses Passive Perception 19

Languages Common

Challenge 12 (Defensive), 8 (Offensive)

TRAITS

Reckless Rage. The barbarian has Advantage on Strength-based d20 Tests.

When the barbarian makes an attack, attacks made against it have Advantage until the beginning of its next turn.

Danger Sense. While the barbarian isn't Incapacitated, it has Advantage on Dexterity saving throws.

Relentless Rage. When the barbarian is reduced to 0 hit points, it can make a **CONSTITUTION SAVING THROW**: DC 10.

Success: The barbarian regains 24 Hit Points and the DC of this ability's saving throw increases by a cumulative 5 until it completes a Short or Long Rest.

ACTIONS

Multiattack. The barbarian makes two attacks with its Frenzied Greataxe.

Frenzied Greataxe. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (1d12 + 8) Slashing damage.

Once on each of its turns, the barbarian can forgo Advantage on this attack to deal an additional 5 (1d10) Slashing damage and add one additional effect on a hit:

- **Forceful Blow.** The target is pushed up to 15 feet away.
- **Hamstring Blow.** The target's Speed is reduced by 15 feet until the beginning of the barbarian's next turn.

Additionally, the first time on each of its turns that the barbarian hits a target with this attack, it can deal an additional 7 (2d6) Slashing damage and immediately make a Cleave Through attack against another target in its reach.

Cleave Through. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 9 (1d12 + 3) Slashing damage.

BONUS ACTIONS

Instinctive Pounce. If it is the barbarian's first turn in combat, it can move up to half its Speed.

REACTIONS

Retaliatory Strike. **Trigger:** A creature within 5 feet of the barbarian deals damage to it. **Response:** The barbarian makes a Frenzied Greataxe attack against the attacker.

BARBARIAN KINGSGRAVE

Level 17 Barbarian (Path of the Berserker)

AC 16 (Unarmored Defense) **Initiative** +2, Advantage (17)
HP 218 (17d12 + 102) **Type** Humanoid
Speed 40 ft. **XP** 15,000 (PB +6)

| | | MOD | SAVE | | | MOD | SAVE | | | MOD | SAVE |
|------------|-----------|-----------|------------|------------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| STR | 20 | +5 | +11 | DEX | 14 | +2 | +2 | CON | 18 | +4 | +10 |
| INT | 10 | +0 | +0 | WIS | 12 | +1 | +1 | CHA | 8 | -1 | -1 |

Skills Athletics +11, Perception +11, Survival +11
Resistances Bludgeoning, Piercing, and Slashing
Immunities Charmed, Frightened
Senses Passive Perception 21
Languages Common
Challenge 20 (Defensive), 11 (Offensive)

TRAITS

Reckless Rage. The barbarian has Advantage on Strength-based d20 Tests.

When the barbarian makes an attack, attacks made against it have Advantage until the beginning of its next turn.

Danger Sense. While the barbarian isn't Incapacitated, it has Advantage on Dexterity saving throws.

Relentless Rage. When the barbarian is reduced to 0 hit points, it can make a **CONSTITUTION SAVING THROW**: DC 10. **Success:** The barbarian regains 34 Hit Points and the DC of this ability's saving throw increases by a cumulative 5 until it completes a Short or Long Rest.

ACTIONS

Multiattack. The barbarian makes two attacks with its Frenzied Greataxe.

Frenzied Greataxe. *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 15 (1d12 + 9) Slashing damage.

Once on each of its turns, the barbarian can forgo Advantage on this attack to deal an additional 11 (2d10) Slashing damage and add two additional effects on a hit:

- **Forceful Blow.** The target is pushed up to 15 feet away.
- **Hamstring Blow.** The target's Speed is reduced by 15 feet until the beginning of the barbarian's next turn.
- **Staggering Blow.** The target has Disadvantage on the next saving throw it makes, and can't make Opportunity Attacks until the beginning of the barbarian's next turn.
- **Sundering Blow.** The next attack roll made by another creature against the target gains a +5 bonus.

Additionally, the first time on each of its turns that the barbarian hits a target with this attack, it can deal an additional 7 (2d6) Slashing damage and immediately make a Cleave Through attack against another target in its reach.

Cleave Through. *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage.

BONUS ACTIONS

Instinctive Pounce. If it is the barbarian's first turn in combat, it can move up to half its Speed.

Intimidating Presence. *Raw, seething menace radiates forth.* Each creature of the barbarian's choice in a 30-foot Emanation from it. **Wisdom Saving Throw:** DC 19. **Failure:** The target is Frightened for 1 minute (Save Ends at end of turn).

REACTIONS

Retaliatory Strike. **Trigger:** A creature within 5 feet of the barbarian deals damage to it. **Response:** The barbarian makes a Frenzied Greataxe attack against the attacker.

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